AGB-AGUE-USA OF THE UNIVERSE INTERACTIVE HE-MAN: POWER OF GRAYSKULL INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- · Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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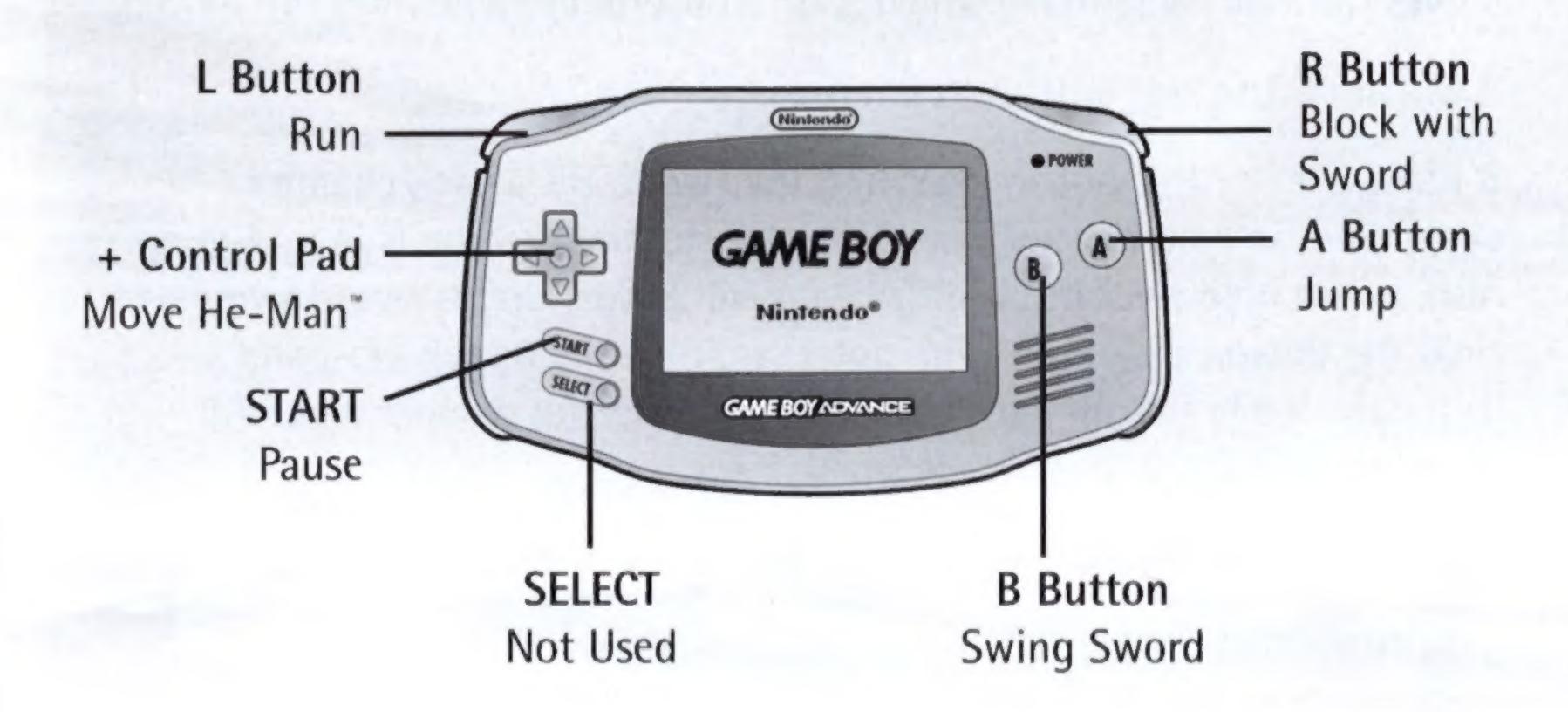
BACKGROUND

Eternia was once a place of beauty and safety. Protected by the Masters of the Universe and the Mystic Wall, this sacred land could never be touched by the evil of the outside world. But one dark day Skeletor and his evil warriors were able to breach the Mystic Wall. Their relentless attacks have pushed the Masters of the Universe to their edge—and now, yet another wave of attacks. It's clear only one man can protect this land and keep its people safe—He-Man, the most powerful man in the universe! Can you, as He-Man, push back the evil beasts to the Dark Hemisphere? Test your skills and discover if you are worthy of being He-Man—"I have the POWER!"



GAME CONTROLS

EXPLORATION LEVELS



EXPLORATION LEVELS (continued)

+ Control Pad – The Control Pad moves He-Man[™] in the indicated direction. Pressing two adjacent directions on the Control Pad at the same time moves He-Man[™] diagonally which is often useful in navigating the terrain.

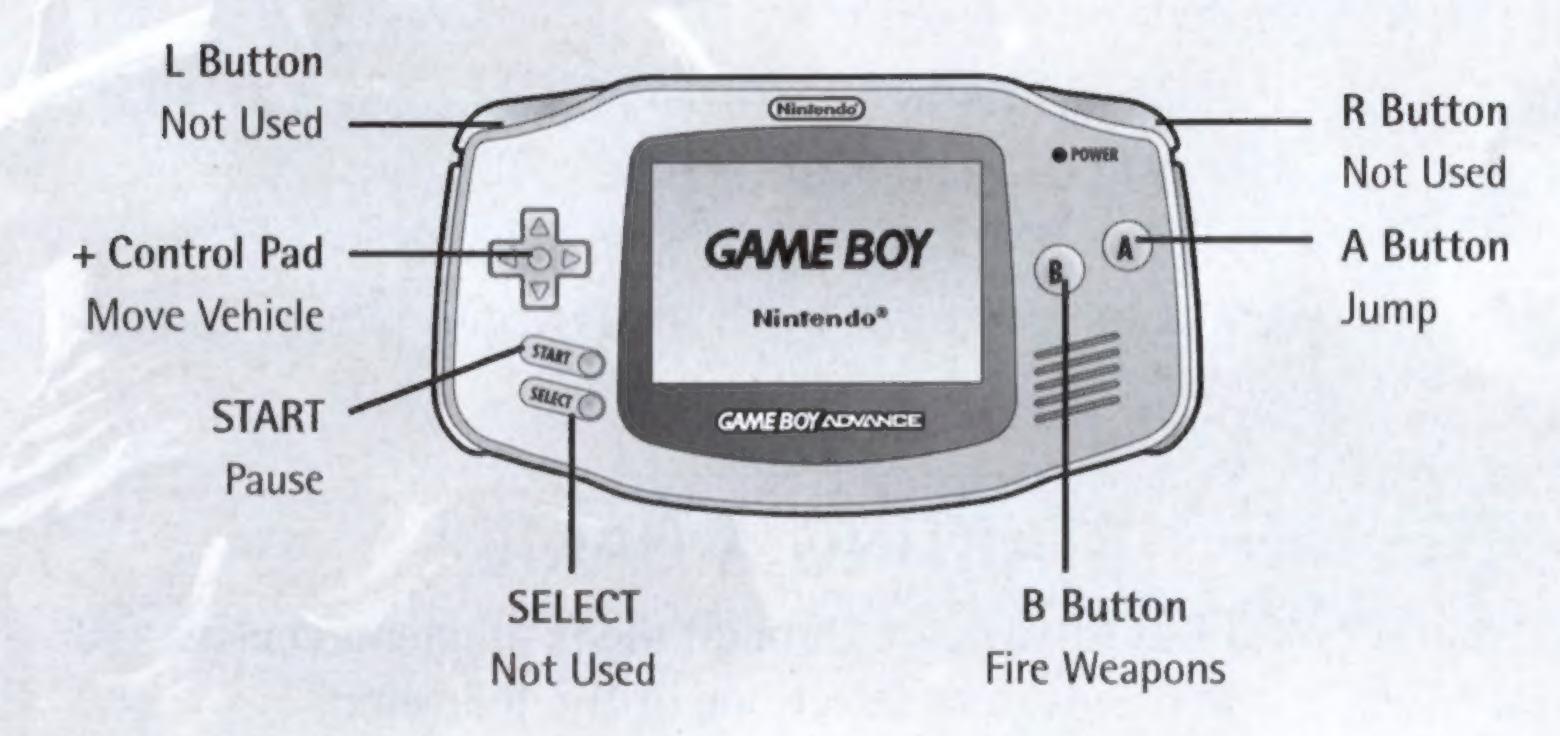
A Button - Use this button to jump.

B Button – Use this button to swing the sword. His attack changes depending on whether his feet are on the ground or if he is in mid-jump. Also, if you hold the button down, you will power-up his sword swing. Hold the button down until the outer circle on the upper left-hand icon completely fills up and flashes, then release for a super powerful sword strike.

R Button - Use this button to block with the sword.

L Button - Use this button to increase running speed.

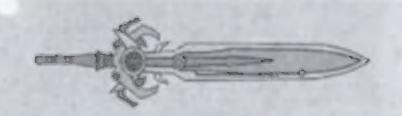
VEHICLE LEVELS



+ Control Pad – The Control Pad moves the vehicle from side to side or forward and backward. Please note that the heading of the vehicle always remains constant.

A Button - Use this button to jump (Battle Cat[™] only).

B Button - Use this button to fire the vehicle's weapons.



GETTING STARTED

GETTING READY

Correctly insert the game pak in your Game Boy® Advance. Switch on the system. The display will cycle through Nintendo®, TDK Mediactive Inc., and Taniko's logos after which the main menu will appear.

WARNING: Inserting the game pak when the system is already turned on may result in damage to the game pak.



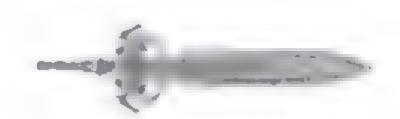
STARTING A GAME

Use the +Control Pad to navigate through the main menu choices and press START or the A Button to select one of the following:

New Game – Starts a new single-player game. The adventure starts at Castle Grayskull* and takes you on a journey that ends at Snake Mountain*!

Password – After you successfully complete each level, you will be given a password. Write it down and keep it in a safe place because you can use this password to start the next level and pick up where you left off. There are 13 levels in all!

Options – This allows you to turn the music off or on and turn the sound effects off or on, each independently of the other. You can also view the game credits and check out the hi-scores.



THE GAME

GOAL

This magical adventure takes He-Man through 13 levels starting with Castle Grayskull and going all the way to Snake Mountain. Ultimately, He-Man will face-off against Skeletor in the ultimate boss round. Each level has its own objectives. Your allies will fill you in on your mission. Many levels feature free-roaming exploration and battling. Other levels feature riding on Battle Cat or Battle Hawk. As He-Man, you gain points

by defeating enemies and picking up gems. If He-Man has collected all the possible gems in a level before the end of the mission, he will enter the bonus round. Please note that the vehicle levels and the last level do not have bonus rounds. The objective of a bonus round is to pick up as many collectables as possible before the time runs out. The more collectables picked up before the end of the round, the higher the score! If you collect them all, you will receive an extra life.

HEALTH

He-Man is the most powerful man in the universe, but even he has his limits. Each blow that strikes our hero can greatly reduce his health. Traps and poisons do the same. The inner circle of the icon in the upper left hand corner of the screen shows how much health is left. The number to the right shows what life he is on. He starts the game with four lives. If he loses all his lives, he loses the game and needs to replay the current level to continue the adventure. Fortunately, He-Man can find powerful healing energies in Eternia that can help restore some or all of his health. You'll learn more about these healing energies in the upcoming sections.



PICK-UPS AND POWER-UPS

To aid He-Man in his quest, a variety of pick-ups and power-ups are scattered across the land. Picking up any orbs or crystals or activating any shrine will free He-Man from poison, fire or lightning that's currently affecting him.



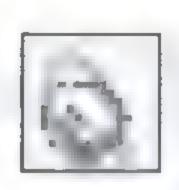
SHIELD ORBS

Shield orbs give He-Man extra resistance to hits from enemies and protect him from all poisons, fire and electric attacks while the orb's power is active. To activate an orb, simply walk over it. The protection you receive will be active for a few seconds. If you walk over another shield orb while a previous one is still active, the duration of the protection is extended.

SHIELD SHRINES

Shield shrines give He-Man' resistance to hits from enemies and protect him from all poisons, fire and electric attacks while the shrine's power is active. To activate a shrine, simply hit it with the sword. The protection you receive will be active for a number of seconds. Eventually the shrine will recharge and you can receive protection by striking it again with the sword.





ENERGY ORBS

Energy orbs restore a degree of health to He-Man*. To receive healing, simply walk over the orb.

ENERGY SHRINES

He-Man can restore all of his health with Energy Shrines. To activate a shrine, simply hit it with the sword. Eventually the shrine will recharge and you can receive healing again.





DAMAGE ORBS

Damage orbs temporarily increases the amount of damage He-Man does when he strikes an enemy.

DAMAGE SHRINES

Damage shrines also increase the amount of damage He-Man does when he strikes an enemy, but for a longer duration. To activate a shrine, simply hit it with the sword. Eventually the shrine will recharge and you can receive power again.





JARS AND BARRELS

You never know what magic hides in each jar! Some jars and barrels contain valuable pick-ups or collectables, others hide enemies, and some are just plain empty. To reveal the contents of a container, strike it with the sword.



COLLECTABLES

Collectables are items that you need to find in order to complete your mission. An example of a simple collectable is a key that is needed to open a door and continue the game. Collectables vary with each level.



TRAPS AND TRIGGERS

He-Man[™] must pay close attention to the land where he travels in this magical and dangerous world. You never know what danger lurks ahead.



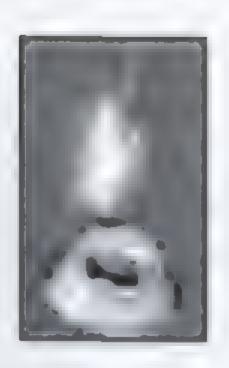
LIGHTNING TRAP

When suffering from the effects of a Lightning Trap, He-Man will immediately be stunned, display a blue tint and be unable to run or jump.



POISON TRAP

When suffering from the effects of a Poison Trap, He-Man' will slowly be hurt, have a green tint and be unable to run.



FIRE TRAP

When suffering from the effects of a Fire Trap, He-Man will have a red tint and be unable to swing his sword.



SKULL TRIGGERS

Skull Triggers are usually well-protected or hidden. They activate certain objects in the land that allow He-Man* to progress through the level.



ENEMIES

STANDARD



Skeleton Minions

These axe-wielding undead enemies come in various strengths as indicated by their color. Foot Soldiers are white, Brawlers are gold, Veterans are blue and Champions are purple. Be forewarned that some Skeleton Minions can regenerate back up from their bones after being hit.



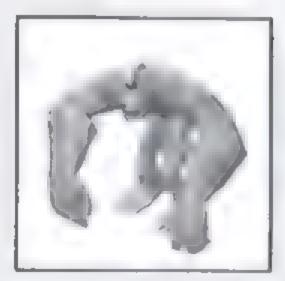
Doomseekers

These flying mechanical minions of Tri-Klops' come in various strengths as indicated by their color. Standard Doomseekers are gold and Enhanced are blue.



Griffins

These flying minions of Beast Man* come in various strengths as indicated by their color. Fighters are brown while the Champions are red.



Shadow Beasts

These mutant creatures come in various strengths as indicated by their color. The young Brawlers are gray, Veterans are blue and Champions are green.



Giant Spiders

These eight-legged enemies not only cause damage with their wicked venom, but some can even spawn spiderlings when slain. Spiders come in various strengths as indicated by their color. Fighter spiders are red while the Champions are green.



Giant Slugs

These slimy beasts come in various strengths as indicated by their color. Fighter slugs are purple and Champions are green. They are blind, so they locate He-Man* through the vibrations of his movement. Stand very still and they will be unable to locate He-Man*.

BOSSES



Beast Man"

Watch out for his stun whip, but lucky for you, he's not the smartest villain.



Clawful"

He's not very good at attacking, but his shell provides him excellent defense.



Mer-Man"

He likes to use the hit-and-run attack. Gain an advantage by drying up his environment.



Trapjaw

Watch out for his bionic arm. One moment, it can be a laser cannon for shooting at He-Man, the next it can transform into a deadly claw for melee combat.



Tri-Klops

He is the master of technology. Beware of his Doomseekers, booby-traps and the energy beams that fire from his cyber-eye.



Skeletor"

Armed with both his Havoc Staff that blasts beams of energy from the ram skull and his sword that splits into two halves for twice the melee damage, the leader of the Dark Hemisphere is our hero's greatest rival.



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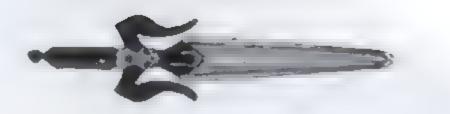
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NOTES



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TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com. You can also learn more about this game and find cool tricks and tips at www.mastersoftheuniversegames.com

E-MAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone Monday through Friday 8:00 am to 6:00 pm PST at (818) 707-7063.

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OF THE UNIVERSE

COLLECT THEM ALL!

Each sold separately and subject to availability. Colors and decorations may vary from those shown.

BEAST MAN

MER-MAN

FIGURE

MAN-AT-ARMS

FIGURE

CASTLE GRAYSKULL®

Approximate Figure Height: 6" (15.24 cm)



-MAN® FIGURE

SKELETOR FIGURE

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